ENGINEER THE RAMBLING RAILROAD GAME

CONTENTS: 1 Game Board 4 Playing Pieces(Engines) 4 Wrenches
1 Spinner 4 Oil Cans 4 Switches

NUMBER OF PLAYERS: 2, 3 or 4 may play.

BEFORE THE GAME STARTS:—The platform containing all the implements should be broken up into individual pieces. Stand up the playing pieces (Engines) by placing the small cut-out stands on the bottom of each engine crosswise into the slots. Place the oil cans, wrenches and switches in separate piles at the side of the playing board so that they can be easily reached by all players. Each player spins, high number starts (in the event of a tie spin again). Play passes to left.

OBJECT OF THE GAME:—To be the engineer who is the first to bring his engine to the railroad car of the same color at the bottom of the playing board.

THE PLAY:—

A) Moving the Engine

1—Each player selects an engine and places it on the engine of the same color in the Roundhouse.

2—Engines are moved forward or sideways in accordance with the number dialed. **No backward moves are allowed.**

3—An engine may **not rest on the same space** with another engine which is moving in the same direction.

For example:—If a player dials a 3, and an opponent's engine moving in the same direction rests 3 spaces ahead of him, player spinning cannot move and loses his turn. On his next turn he may proceed in the regular way.

4—An engine may not pass another engine which is moving in the same direction.

For example:—If a player dials a 4 and an opponent's engine moving in the same direction rests 2 spaces ahead of him, player spinning cannot move and loses his turn. On his next turn he may proceed in the regular way.

5—If a player's engine lands on or passes a space occupied by an opponent's engine moving in the opposite direction, a head-on collision has occurred and both engines must be removed from the track and are placed on the playing board directly to the side of the space on which the collision occurred.

6—In order to put his engine back on the track each player, in his turn, must dial a wrench and the space on which he is to reenter must be clear of all other engines.

For example:—If after a head-on collision a player whose engine had been derailed spins a wrench and the entering space is clear, he would then put his engine back on the track and would move forward the number indicated.

B) Securing implements (Switches, Oil Cans, Wrenches)

1—If a player spins a number and an implement (Switch, Oil Can, Wrench) he has his choice of either moving the number shown or of taking one implement of the type indicated. **The player cannot move his engine and take an implement.**

2—A player can never have more than one implement of the same kind in his possession.

For example:—If a player spins (Wrench - 3) and he already has a wrench in his possession he cannot take another wrench and therefore must move his engine 3 spaces.

C) Use of Oil Can and Wrench

1—If a player lands by exact count on a square showing a wrench he cannot move on his next turn unless he has a wrench in his possession.

For example:—If a player lands by exact count on a square showing a wrench and he already has a Wrench in his possession he, on his next turn, returns his Wrench to pile and moves his engine by spinning in the regular way. If he **does not** have a Wrench in his possession, however, he cannot move until he dials this implement. When the player dials Wrench he does not take one from the pile (since it must be returned anyway) but simply moves his engine the number shown.

2—The same procedure is followed in using the Oil Can. Note:—It is good strategy for a player to try to have one implement of each type in his possession at all times so that his engine will not be delayed.

D) Switches

1—If a player dials a number and a switch, he has his choice of either moving his engine the number of spaces shown or taking one switch.

2—A player may not have more than one switch in his possession at any time.

3—Just as in regular railroading, switches are used to move an engine from one track to another. In order to reach the train of his color, each player must switch tracks several times during the game so as to follow his correct route.

Therefore:—Yellow and green engines **must** switch tracks at **all** switch intersections in their paths (3 switches).

Blue and red engines **must** switch tracks at the 1st, 3rd, and 4th switch intersections in their paths. (The 2nd switch intersection is not crossed).

4—Switches count 3 spaces.

5—Since there are no backward moves, a player can never pass a switch which he must cross.

For example:—If a player dialing a 4 rests 2 spaces from a switch which he must cross and **if he does not** have a switch in his possession he cannot move his engine. His engine must remain on the same space until player dials a switch.

6—After "switching" tracks, player must return his switch to the pile.

7—Play continues in this manner and the first engineer to reach the train of his color is declared the winner.

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